



CALL FOR PAPERS

ICCESI 2022
Jun 21-22, 2022
Vienna, Austria

The International Research Conference is a federated organization dedicated to bringing together a significant number of diverse scholarly events for presentation within the conference program. Events will run over a span of time during the conference depending on the number and length of the presentations.

ICCESI 2022 : International Conference on Computer Entertainment and Simulation is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Computer Entertainment and Simulation. The conference will bring together leading academic scientists, researchers and scholars in the domain of interest from around the world. Topics of interest for submission include, but are not limited to:

- Computer entertainment technology
- New ideas and innovations
- Computer systems and the new technology
- Virtual environments
- Interactive environments
- Computer simulation
- Locative media
- Entertainment, culture and media art
- Game design theory
- Game approach to science
- Technology and engineering
- Motor imagery and control strategies
- Brain-computer interface games

- Video game technology in teletherapy
- Mathematics
- Performance support and audience participation
- Life design
- Entertainment environment
- Design methods
- Game design challenge
- Special effects
- Scenery fabrication
- Properties
- Costume
- Lighting
- Sound